

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game system constructed of a plurality of mobile game apparatuses that exchanges game data between the respective game apparatuses, with each game apparatus comprising:

at least one game data storage location for storing game data;

providing game data designating programmed logic circuitry for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said at least one game data storage location;

exchange condition setting programmed logic circuitry for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

a communicator for performing short-distance radio communication with a game apparatus;

an exchange desire transmitter for broadcasting by use of said communicator exchange desired data to other game apparatus(es) without specifying a destination address;

an exchange desire receiver for receiving by use of said communicator said exchange desired data from another game apparatus; and

game data exchange programmed logic circuitry for exchanging the game data with a specific game apparatus by use of said communicator, wherein

a first game apparatus out of said plurality of game apparatuses transmits said exchange desired data by use of said exchange desire transmitter, and a second game apparatus out of said plurality of game apparatuses receives said exchange desired data,

said game data exchanger of said first game apparatus and said game data exchanger of said second game apparatus determine, by communicating at least one attribute relating to the providing game data and the exchange condition data by use of said communicator, whether or not the providing game data of said first game apparatus satisfies the exchange condition of said second game apparatus, and whether or not the providing game data of said second game apparatus satisfies the exchange condition of said first game apparatus, and directly exchange, in a case both of the exchange conditions are satisfied, the providing game data of said first game apparatus for the providing game data of said second game apparatus, on a game apparatus to game apparatus basis.

2. (Currently Amended) A game system constructed of a plurality of mobile game apparatuses that exchanges game data between the respective game apparatuses, with each game apparatus comprising:

at least one game data storage location for storing game data;

providing game data designating programmed logic circuitry for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said at least one game data storage location;

exchange condition setting programmed logic circuitry for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided

from another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

a communicator for performing short-distance radio communication with another game apparatus;

connection establishing programmed logic circuitry for performing by use of said communicator a process to establish a connection by a radio communication with a specific game apparatus; and

game data exchange programmed logic circuitry for exchanging the game data with said specific game apparatus by use of said communicator, wherein

in a first game apparatus and a second game apparatus out of said plurality of game apparatuses, said connection establishing programmed logic circuitry of one game apparatus executes a first connection establishing process by broadcasting connection requiring data for establishing a connected state with other game apparatus which has received said connection requiring data, and said connection establishing programmed logic circuitry of said another game apparatus executes a second connection establishing process by receiving said connection requiring data for establishing the connected state with said one game apparatus which has broadcasted said connection requiring data, and

said game data exchange programmed logic circuitry of said first game apparatus and said game data exchange programmed logic circuitry of said second game apparatus determine, by communicating at least one attribute relating to the providing game data and the exchange condition data by use of said communicator, whether or not the providing game data of said first game apparatus satisfies the exchange condition of said second game apparatus, and whether or not the providing game data of said second game apparatus satisfies the exchange condition of

said first game apparatus, and directly exchange, in a case both of the exchange conditions are satisfied, the providing game data of said first game apparatus for the providing game data of said second game apparatus by communicating between said first game apparatus and said second game apparatus by use of said communicator, on a game apparatus to game apparatus basis.

3. (Currently Amended) The game system according to claim 1, with said game apparatus further comprising:

at least one game program storage location for storing a game program;

a game program ~~processor~~ processor for generating game data by executing said game program; and

a game data storing process for storing said game data generated by said game program processor in said game data storer.

4. (Previously Presented) The game system according to claim 1, wherein the exchange condition data includes data for designating a kind of the game data desired to be provided.

5. (Previously Presented) The game system according to claim 4, wherein the exchange condition data further includes an attribute value of the game data desired to be provided.

6. (Previously Presented) The game system according to claim 1, wherein said exchange desire transmitter continuously broadcasts said exchange desired data.

7. (Previously Presented) The game system according to claim 1, wherein said providing game data designating programmed logic circuitry designates said providing game data according to an instruction from a player.

8. (Previously Presented) The game system according to claim 7, wherein said providing game data designating programmed logic circuitry is validated when a progress of a virtual game executed by said game apparatus satisfies a predetermined condition.

9. (Previously Presented) The game system according to claim 1, wherein said exchange condition setting programmed logic circuitry sets the exchange condition according to an instruction from a player.

10. (Previously Presented) The game system according to claim 9, wherein said exchange condition setting programmed logic circuitry is validated when a progress of a virtual game executed by said game apparatus satisfies a predetermined condition.

11. (Previously Presented) The game system according to claim 1, wherein said providing game data designating programmed logic circuitry automatically designates, when a progress of a virtual game executed by said game apparatus satisfies a predetermined condition, the providing game data according to said predetermined condition.

12. (Previously Presented) The game system according to claim 1, wherein said exchange condition setting programmed logic circuitry automatically sets, when a progress of a

virtual game executed by said game apparatus satisfies a predetermined condition, the exchange condition according to said predetermined condition.

13. (Previously Presented) The game system according to claim 1, wherein said game data exchange programmed logic circuitry includes an inquirer for inquiring of a player whether or not to perform an exchange when it is determined that both of the exchange conditions are satisfied.

14. (Previously Presented) The game system according to claim 2, with said game apparatus further comprising:

at least one game program storage location for storing a game program; and

a game program processor for executing said game program, wherein

when said game program is executed by said game program processor, said game apparatus is connected to another game apparatus by said connection establisher and executes the exchange processing of the game data with said another game apparatus that satisfies both of the exchange conditions by said game data exchange programmed logic circuitry.

15. (Previously Presented) The game system according to claim 14, wherein when a progress of a virtual game by said game program processor satisfies a predetermined condition, said game apparatus is connected to another game apparatus by said connection establishing programmed logic circuitry and executes the exchange processing of the game data with said another game apparatus that satisfies both of the exchange conditions by said game data exchange programmed logic circuitry.

16. (Previously Presented) The game system according to claim 1, wherein said exchange desire transmitter broadcasts at least one of the attribute information relating to the designated providing game data and the exchange condition data.

17. (Previously Presented) The game system according to claim 1, wherein said providing game data designating programmed logic circuitry is able to designate a plurality of providing game data,

said exchange condition setting programmed logic circuitry sets the exchange condition data in such a manner as to correspond to each of the providing game data,

said game data exchange programmed logic circuitry of said first game apparatus and said game data exchange programmed logic circuitry of said second game apparatus exchange, when with respect to combinations of providing game data of said first game apparatus and said second game apparatus respectively, it is determined that first providing game data that is one of said providing game data of said first game apparatus satisfies the exchange condition brought into correspondence with second providing game data that is one of said providing game data of said second game apparatus, and it is determined that said second providing game data satisfies the exchange condition brought into correspondence with said first providing game data, said first providing game data satisfying the exchange condition for said second providing game data.

18. (Previously Presented) The game system according to claim 1, further comprising:
a selector for selecting at least one of the game data stored in said at least one game data storage location;

at least one game program storage location for storing a game program; and
a game program processor for executing said game program by causing the game data selected by said selector to appear in a virtual game world, wherein
said game data exchange programmed logic circuitry does performs neither a determination as to whether or not the exchange condition is satisfied nor an exchange of said providing game data with respect to said game data selected by said selector out of said providing game data designated by said providing game data designating programmed logic circuitry.

19. (Previously Presented) The game system according to claim 13, further comprising:
identifying information exchange programmed logic circuitry for exchanging identifying information of game apparatuses with said specific game apparatus; and
presentation programmed logic circuitry for presenting to the player said identifying information of said specific game apparatus that satisfies both of the exchange conditions when said inquirer inquires of the player whether or not to exchange.

20. (Previously Presented) The game system according to claim 1, with said game apparatus, further comprising:
a display; and
an electric power control for controlling a power supply to said display, wherein said exchange desire transmitter, said exchange desire receiver, and said game data exchange programmed logic circuitry execute their processes while the power supply to said display is suspended by said electric power control, said electric power control performs the power supply

to said display at a timing relating to a process of said game data exchange programmed logic circuitry, and said display displays information relating to the exchange.

21. (Previously Presented) The game system according to claim 1, with said game apparatus, further comprising:

an attachment for attaching a medium in which a game program, game identifying information that is identifying information of said game program, and said game data are stored;

a reader for reading, when said medium is attached to said attachment, said game program, said game identifying information, and said game data from said medium; and

game identifying information exchange programmed logic circuitry for exchanging said game identifying information read by said reader with said specific game apparatus, wherein said game data exchange programmed logic circuitry exchanges said providing game data with said game data exchanger of said specific game apparatus when a coincidence of the game identifying information is indicated.

22. (Currently Amended) A game apparatus, comprising:

at least one game data storage location for storing game data;

providing game data designating programmed logic circuitry for designating providing game data being game data that is allowed to be provided to another game apparatus out of the game data stored in said at least one game data storage location;

exchange condition setting programmed logic circuitry for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided

from said another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

a communicator for performing short-distance radio communication with another game apparatus;

an exchange desire transmitter for broadcasting by use of said communicator exchange desired data to other game apparatus without specifying a destination address;

an exchange desire receiver for receiving by use of said communicator said exchange desired data from another game apparatus; and

game data exchange programmed logic circuitry for exchanging the game data with a specific game apparatus by use of said communicator, wherein

said game data exchange programmed logic circuitry determines, by communicating with said specific game apparatus at least one of attribute information relating to the providing game data and the exchange condition data by use of said communicator, in association with said game data exchange programmed logic circuitry of said specific game apparatus whether or not said designated providing game data satisfies the exchange condition of said specific game apparatus, and whether or not the providing game data of said specific game apparatus satisfies said set exchange condition, and directly exchanges, if it is determined both of the exchange conditions are satisfied, the designated providing game data for the providing game data of said specific game apparatus by communicating with said specific game apparatus by use of said communicator, on a game apparatus to game apparatus basis.

23. (Previously Presented) The game apparatus according to claim 22, further comprising:

a switch for alternately executing a process of said exchange desire transmitter and a process of said exchange desire receiver.

24. (Previously Presented) The game apparatus according to claim 23, wherein
said switch alternately repeats a first period for broadcasting said exchange desired data by the process of said exchange desire transmitter and a second period for attempting to receive said exchange desired data by the process of said exchange desire receiver, further comprising
period's length setting programmed logic circuitry for variably setting a length of at least one of said first period and said second period.

25. (Previously Presented) The game apparatus according to claim 23, wherein
said switch alternately repeats a first period for broadcasting said exchange desired data by the process of said exchange desire transmitter and a second period for attempting to receive said exchange desired data by the process of said exchange desire receiver, further comprising
period's starting point setting programmed logic circuitry for variably setting a starting point of at least one of said first period and said second period.

26. (Currently Amended) A game apparatus, comprising:
at least one game data storage location for storing game data;
providing game data designating programmed logic circuitry for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said at least one game data storage location;

exchange condition setting programmed logic circuitry for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from said another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

a communicator for performing short-distance radio communication with another game apparatus;

connection establishing programmed logic circuitry for performing a process to establish a connection with a specific game apparatus by a radio communication by use of said communicator; and

game data exchange programmed logic circuitry for exchanging the providing game data for game data of said specific game apparatus that satisfies the exchange condition by use of said communicator, wherein:

said connection establishing programmed logic circuitry executes a first connection establishing process by broadcasting connection requiring data for establishing a connected state with another game apparatus which has received said connection requiring data, or executes a second connection establishing process by receiving said connection requiring data that is transmitted from another game apparatus for establishing the connected state with said another game apparatus which has broadcasted said connection requiring data, and

said game data exchange programmed logic circuitry determines at least one attribute relating to the providing game data and the exchange condition data by communicating with another game apparatus by use of said communicator, in association with said game data exchange programmed logic circuitry of said another game apparatus, whether or not the designated providing game data satisfies the exchange condition of said another game apparatus,

and whether or not the providing game data of said another game apparatus satisfies the set exchange condition, and directly exchanges, in a case that it is determined both of the exchange conditions are satisfied, the designated providing game data for the providing game data of said another game apparatus by communicating with said another game apparatus by use of said communicator, on a game apparatus to game apparatus basis.

27. (Previously Presented) The game apparatus according to claim 26, further comprising a switch that executes a first connection establishing process and executes a second connection establishing process for alternately executing said first connection establishing process and said second connection establishing process.

28. (Previously Presented) The game apparatus according to claim 27, wherein said switch alternately repeats a first period for broadcasting said connection requiring data by said first connection establishing process and a second period for attempting to receive said connection requiring data by said second connection establishing process, further comprising period's length setting programmed logic circuitry for variably setting a length of at least one of said first period and said second period.

29. (Previously Presented) The game apparatus according to claim 27, wherein said switch alternately repeats a first period for broadcasting said connection requiring data by said first connection establishing process and a second period for attempting to receive said connection requiring data by said second connection establishing process, further comprising

period's starting point setting programmed logic circuitry for variably setting a starting point of at least one of said first period and said second period.

30. (Currently Amended) A storage medium storing a game program executed by each game apparatus in a game system that is provided with a plurality of mobile game apparatuses and exchanges the game data between the respective game apparatuses, with

said game apparatus, comprising:

a processor;

at least one game data storage location for storing game data; and

a communicator for performing short-distance radio communication with another game apparatus;

wherein said game program makes said processor of said game apparatus execute:

designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said at least one game data storage location;

setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

broadcasting exchange desired data to other game apparatus(es) without specifying a destination address by use of said communicator;

receiving said exchange desired data that is transmitted from another game apparatus by use of said communicator; and

determining at least one attribute relating to the providing game data and the exchange condition data by communicating with said specific game apparatus by use of said

communicator, in association with said another game apparatus, whether or not the designated providing game data satisfies the exchange condition of said specific game apparatus, and whether or not the providing game data of said specific game apparatus satisfies the set exchange condition, and directly exchanges, if it is determined both of the exchange conditions are satisfied, the designated providing game data for the providing game data of said specific game apparatus by communicating with said specific game apparatus by use of said communicator, on a game apparatus to game apparatus basis.

31. (Currently Amended) A storage medium storing a game program executed by each game apparatus in a game system that is provided with a plurality of mobile game apparatuses and exchanges the game data between the respective game apparatuses, with

said game apparatus, comprising:

a processor;

at least one game data storage location for storing game data; and

a communicator for performing short-distance radio communication with another game apparatus;

when said game program makes said processor of said game apparatus execute:

designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said at least one game data storage location;

setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

executing a first connection establishing process by broadcasting connection requiring data for establishing a connected state with another game apparatus which has received said connection requiring data, or executes a second connection establishing process by receiving said connection requiring data that is transmitted from another game apparatus for establishing the connected state with said another game apparatus which has broadcasted said connection requiring data; and

determining, by communicating with said another game apparatus, at least one attribute relating to the providing game data and the exchange condition data by use of said communicator, in association with said another game apparatus whether or not the designated providing game data satisfies the exchange condition of said another game apparatus, and whether or not the providing game data of said another game apparatus satisfies the set exchange condition, and directly exchanges, in a case that it is determined both of the exchange conditions are satisfied, the designated providing game data for the providing game data of said another game apparatus by communicating with said another game apparatus by use of said communicator, on a game apparatus to game apparatus basis.

32. (Currently Amended) A game data exchange method in a game system constructed of a plurality of mobile game apparatuses that exchanges the game data between the respective game apparatuses, with each game apparatus, comprising:

at least one game data storage location for storing game data;

providing game data designating programmed logic circuitry for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said at least one game data storage location;

exchange condition setting programmed logic circuitry for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

a communicator for performing short-distance radio communication with another game apparatus;

an exchange desire transmitter for broadcasting by use of said communicator exchange desired data to other game apparatus without specifying a destination address;

an exchange desire receiver for receiving by use of said communicator said exchange desired data from another game apparatus; and

game data exchange programmed logic circuitry for exchanging the game data with a specific game apparatus by use of said communicator, wherein

(a) a first game apparatus out of said plurality of game apparatuses transmits said exchange desired data by use of said exchange desire transmitter, and a second apparatus out of the plurality of game apparatuses receives said exchange desired data, and

(b) said game data exchange of said first game apparatus and said game data exchanger of said second game apparatus determine, by communicating at least one attribute relating to the providing game data and the exchange condition data by use of said communicator, whether or not the providing game data of said first game apparatus satisfies the exchange condition of said second game apparatus, and whether or not the providing game data of said second game apparatus satisfies the exchange condition of said first game apparatus, and directly exchange, if both of the exchange conditions are satisfied, the providing game data of said first game

apparatus for the providing game data of said second game apparatus, on a game apparatus to game apparatus basis.

33. (Currently Amended) A game method of a game system which is constructed of a plurality of mobile game apparatuses and exchanges game data between the respective game apparatuses, with each game apparatus, comprising:

at least one game data storage location for storing game data;

a providing game data designator for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said at least one game data storage location;

exchange condition setting programmed logic circuitry for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from said another game apparatus in exchange for a provision of said providing game data to another game apparatus;

a communicator for performing short-distance radio communication with another game apparatus;

connection establishing programmed logic circuitry for performing by use of said communicator a process to establish a connection with a specific game apparatus by a radio communication; and

game data exchange programmed logic circuitry for exchanging the game data with said specific game apparatus by use of said communicator, wherein

(a) in a first game apparatus and a second game apparatus out of the plurality of game apparatuses, said connection establisher of one game apparatus executes a first connection

establishing process by broadcasting connection requiring data for establishing a connected state with other game apparatus which has received said connection requiring data, and said connection establisher of said another game apparatus executes a second connection establishing process by receiving said connection requiring data for establishing the connected state with said one game apparatus which has broadcasted said connection requiring data, and

(b) said game data exchange programmed logic circuitry of said first game apparatus and said game data exchange programmed logic circuitry of said second game apparatus determine, by communicating at least one attribute relating to the providing game data and the exchange condition data by use of said communicator, whether or not the providing game data of said first game apparatus satisfies the exchange condition of said second game apparatus, and whether or not the providing game data of said second game apparatus satisfies the exchange condition of said first game apparatus, and directly exchange, in a case both of the exchange conditions are satisfied, the providing game data of said first game apparatus for the providing game data of said second game apparatus by communicating between said first game apparatus and said second game apparatus by use of said communicator, on a game apparatus to game apparatus basis.